

Comparisons of Job Characteristics

Focus Occupation: [Cashiers \(41-2011\)](#)

Associated Occupation: [Gaming Change Persons and Booth Cashiers \(41-2012\)](#)

[Compare Knowledge](#)

[Compare Skills](#)

[Compare Abilities](#)

[Compare Detailed Work Activities](#)

[Compare Tools and Technologies](#)

<<	Focus occupation element is much lower
<	Focus occupation element is lower
0	Focus occupation element is at a similar level
>	Focus occupation element is at a higher level
>>	Focus occupation element is at a much higher level

Knowledge

Similarity of Focus Occupation to Associated Occupation: 90

Focus Occupation: Cashiers (41-2011)

Associated Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation's Key Knowledge Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation
Customer and Personal Service	11.3	17.9	13.8	<< Extensive education and/or training may be required
Public Safety and Security	6.9	9.9	5.2	<< Extensive education and/or training may be required
Economics and Accounting	4.4	7.4	3.1	<< Extensive education and/or training may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Skills

Similarity of Focus Occupation to Associated Occupation: 79

Focus Occupation: Cashiers (41-2011)

Associated Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation's Key Skills Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation
Mathematics	6.2	7.7	7.6	0 Current skill level may be sufficient

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Abilities

Similarity of Focus Occupation to Associated Occupation: 85

Focus Occupation: Cashiers (41-2011)

Associated Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation's Key Abilities Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation	
Near Vision	11.1	10.7	10.0	0	Current ability level may be sufficient
Oral Comprehension	12.5	10.5	11.2	0	Current ability level may be sufficient
Oral Expression	12.4	10.4	11.1	0	Current ability level may be sufficient
Selective Attention	8.7	10.3	7.7	<<	Extensive improvement in abilities may be required
Speech Recognition	9.9	9.6	9.7	0	Current ability level may be sufficient
Number Facility	6.3	9.1	7.6	<	Some improvement in abilities may be required
Auditory Attention	5.9	8.4	1.3	<<	Extensive improvement in abilities may be required
Hearing Sensitivity	5.6	8.1	5.3	<<	Extensive improvement in abilities may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Activities that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 95

Focus Occupation: Cashiers (41-2011)

Associated Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Work Activities	Exclusivity of Activity
Calculate monetary exchange	67
Provide customer service	14
Use computers to enter, access or retrieve data	3

Not all positions in these occupations will necessarily perform all of the listed activities. The exclusivity rating is an indication of how unique the activity is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations engage in that activity.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Tools and Technologies that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 31

Focus Occupation: Cashiers (41-2011)

Associated Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Tools and Technologies	Exclusivity
Calculating machines and accessories	3
Computers	1

Not all positions in these occupations will necessarily use all of the listed tools and technologies. The exclusivity rating is an indication of how unique the tool or technology is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations use that tool or technology.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.